

## Apple boosts Christmas Bureau

By Steve St-Laurent

Many hands make light work.  
So do many Macs.

Both are rather hard to come by if you're the Vancouver Christmas Bureau. Committed to putting every cent possible toward helping the Vancouver area's needy at Christmas time, the

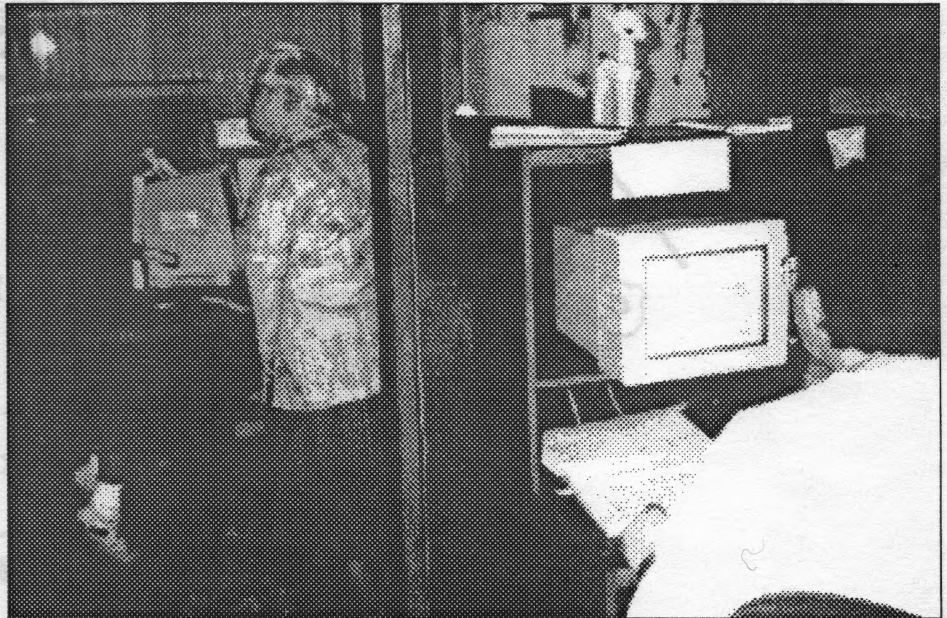


**Eileen Warnock**

bureau relies heavily on volunteers and donations to help process and meet more than 7,000 requests for assistance each holiday season.

The provincial government sweetens welfare payments a little around Christmas but not enough to singlehandedly help the poor – especially those with children – share in the annual celebration of joy and abundance.

The Christmas Bureau, a United Way agency, helps singles, couples and families in several ways. All who qualify receive \$20 for each adult and \$15 for each child. Those with children also gain access to the toy shop where they



**Edith Colpitts (right) enters records while Terry Flynn checks counter service.**

can pick out something to brighten young eyes on Christmas morning. Then there are the food hampers – usually a turkey and a ham, along with a bundle of fresh vegetables, canned goods and other holiday treats.

Until 1988, all requests for help were handled on file cards. The bureau receives many applications directly but many more come from a baker's dozen of social service agencies and neighbourhood houses in the Vancouver area.

Last year the Christmas Bureau waded timidly into the world of computers. Executive director Eileen Warnock chose a Macintosh Plus, an ImageWriter II and a 20-Mb hard drive.

A database developed in FileMaker II from Claris proved a reliable workhorse (but hardly a racehorse). Several fields were formatted to accept only unique values to prevent "double-dipping." That's the polite description of trying to get more than one's share by registering with more than one agency.

"Before this we did it all by hand, and I know a lot of them got through," said Edith Colpitts, who heads up the interview and data entry crew. On the table beside her lay a stack of applications culled because duplicate entries had been found.

The first year, everything was entered  
● *continued on page 10*

## Merry Christmas

*To all Apples B.C. Computer Society members, their families, co-workers, friends and pets, we wish a Merry Christmas and all the best for the Nineties.*

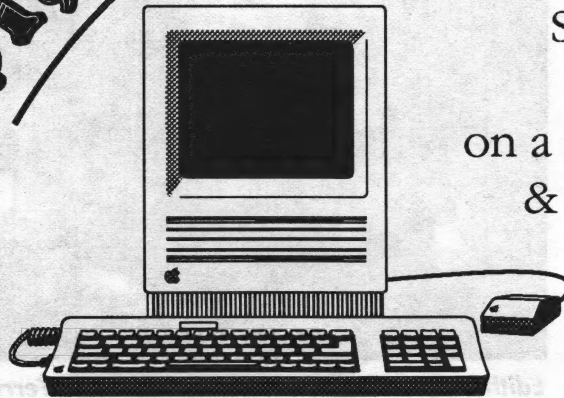


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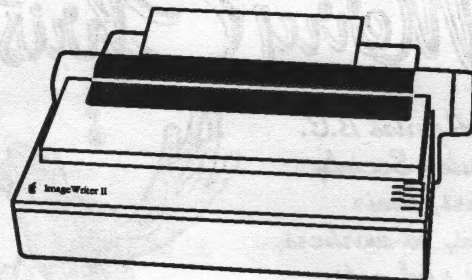
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## In this issue

*Club Page* ..... 4

*State of the // Address*

**Lorne Walton** considers the future of Apple's first-born ..... 5

*Crystal Quest GS*

**Michael Gatto** puts down his work to play ..... 8

*HyperTalk – First Click*

**Kit Doan** explains the rudiments of HyperTalk ..... 9

*Phil's Phantasies*

**Phil Shapiro** on the low-cost Mac and electronic book ..... 11

*HyperCard vs. the Clones*

**Jim Taylor** sees how SuperCard and Plus stack up ..... 13

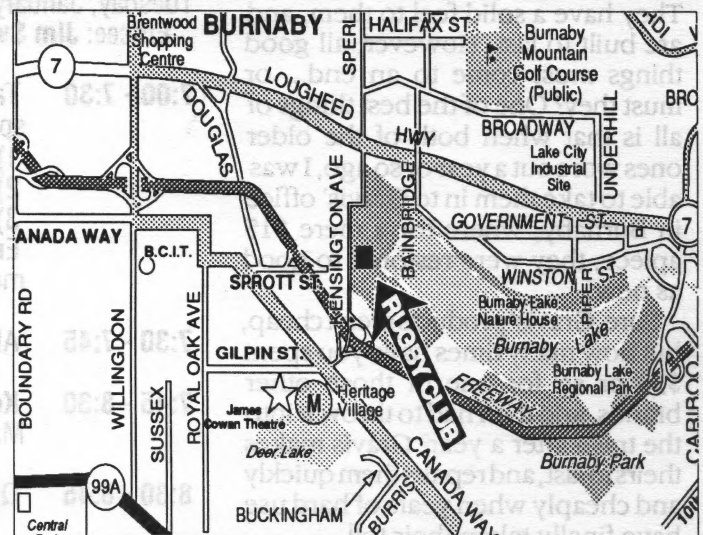
Apples B.C. News — Volume 10, Number 12

## NOTICE BOARD

**Mac  
meeting  
agenda**

**... see  
page 4**

**Note new  
place**



**Apple // meeting:** (Burnaby Lake Club House) Regular meeting is scheduled for January 8. Starting time is 7:30 p.m.

| JANUARY |    |    |    |    |    |    |
|---------|----|----|----|----|----|----|
| S       | M  | T  | W  | Th | F  | S  |
|         | 1  | 2  | 3  | 4  | 5  | 6  |
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| 14      | 15 | 16 | 17 | 18 | 19 | 20 |
| 21      | 22 | 23 | 24 | 25 | 26 | 27 |
| 28      | 29 | 30 | 31 |    |    |    |

**Apple // meetings**—Dec. 4 and Jan. 8 at the Burnaby Lake Clubhouse. The starting time is 7:30 p.m.

**Macintosh meetings**—No meeting in December. Next regular meeting is Jan. 23. The agenda is elsewhere on this page

**Executive meeting**—Dec. 12 at Kiyo Masuda's place. Phone an exec member ahead of time if you wish to attend.

## Gravis scores again

By Lorne Walton

My wife Joan was the winner of one of two joysticks donated by Burnaby's Gravis as prizes for the club's Tenth Anniversary Dinner in February. We were quite pleased.

The new addition to the family brings our Gravis total to three: one purchased at full retail, one bought second hand, and now our prize. We are lucky to have an Apple // for each of them to call home.

For anyone who's not had the pleasure, these beasts are tough. They have a solid feel to them, and are built to last. However, all good things must come to an end... or must they? One of the best things of all is that when both of the older ones wore out a year or so ago, I was able to take them in to Gravis' office in Burnaby, where for a mere \$15 apiece, they were restored to good as new.

Sure, Gravis' products aren't cheap, but how many times have you spent \$50 or so for one of those other brands, and then had to throw it into the trash after a year? Gravis makes theirs to last, and repairs them quickly and cheaply when years of hard use have finally taken their toll.

Nice to see a local company make a good product, and support it so well.

# Club Page

## Macintosh meeting at Oakridge Community Centre.

You missed another good meeting, I know you missed it because only 30 or so showed up. On the other hand it was nice to welcome back **Doug Manzer** to the club.

Jim Swenor started the meeting with announcements of what's coming up at future meetings and introducing executive members present. I do make a fuss over the small turn out at the meetings, but one encouraging improvement I have noticed, is more inter-action from the members in attendance.

The guest speaker was **Steve Dotto**, from **UPPERCASE TECHNOLOGY, Inc.** Steve showed us a program called MacroMind Director and I was impressed. (Then, that may not mean too much, I'm impressed when somebody gets 4 when they put 2 and 2 together—I always end up with 22).

Back to Steve, he told us this kind of program is the "up and coming" thing, he calls it a "multi-media" program (kind of like HyperCard). This program has it all—text, graphics, animation, sound. You want to put together a sales promotion? A scientific presentation? In educa-

tion—you want to teach geography? History?

Imagine a map of Europe, click on France—now you have a map of France, click on Paris—now it is a map of the city. You want to see the borders a hundred years ago? Five hundred years ago? As I said, very impressive.

Steve Dotto is a very entertaining and informative speaker, we enjoyed him and he enjoyed coming, so he promised to come back again in the new year.

Just a little note on MacroMind Director: as with most new programs (especially graphics—animation and sound) it works best the more power you have. It will work on a Macintosh Plus, but a Macintosh IIcx or ci with lots of RAM and a big hard drive makes it fly.

During the meeting we had draws for prizes donated by Byte Computers and UPPERCASE TECHNOLOGY, Inc. Winners were: Orest Minishka, Glenn Temes and John Miller.

**Jim Swenor** then had a question and answer period. The meeting ended with **John Spraggs** showing a few of the latest additions to the Mac disk library. I was beat and went home, if anything else happened I wouldn't know.

—lb Thorsteinnsson

## MAC MEETING AGENDA

Apples B.C. regular monthly Macintosh meeting (Note: Formal proceedings start at 7:30 p.m.) Location: Building marked the centre, (Free parking in parking lot at rear and on-street) 949 W 49th Ave (entrance on east side of Oak St.). Fourth Tuesday, January 23, 1990

Emcee: **Jim Swenor**

**7:00 - 7:30** Table top displays—Mac placed on individual tables dedicated to specific topics:

- 1) Public domain library,
- 2) ABCCS memberships,
- 3) Beginner corner.

Entirely informal, a chance to ask/answer questions member-to-member.

**7:30 - 7:45** ABCCS Society news, announcements

**7:45 - 8:30** **Kevin Jampole**, of Compuserve, representing CLARIS Int'l showing MacWrite II

**8:30 - 8:45** Questions / Answers

**8:45 - 9:40** New library updates - copy session **John Spraggs**, Librarian

**9:40 - 9:55** wind-down of meeting, last minute comments, etc.



# The Apple II: where to from here?

By Lorne Walton

As the shortest decade in my life draws to a close, the mouldy old rumours persist that the Apple II line is dying, and that Cupertino will drop support for it, very soon. From time to time every one of us has been guilty of believing one of these rumours, or at least worrying that one might be true.

Even Apple's CEO admits "mea culpa" for having invested too little in its first-born, in favour of the baby brother that has grown like Topsy, the brother that Apple II helped raise. Lending credence to the "imminent death" argument is the apparently shrinking target for Apple II marketing. It used to be "Apple II for school, Mac for business." What is it now, "Apple II for K-3, and Mac for the rest of the world"? We home hobbyists apparently don't fit into Apple's plans at all. And Apple has steadfastly refused to acknowledge that the II can be (and is being) used in business.

Who doesn't like the look and feel of the Mac? If someone wanted to give me one, I wouldn't refuse it. But would I buy one if Apple were to terminate support of the II line? Why should I have faith that Apple will not at a future date begin phasing out the Mac in a similar way? Apple will of course deliver its death blow to the II at such time as they deem it the right thing to do from an economical standpoint. That's understood; it's just that we Apple II fanatics have found it hard to escape the conclusion that the company's marketing policies have been speeding the II toward its death.

As this last issue of the '80s reaches you, it is almost exactly three years since I paid full list price for my Apple IIGS. I have never regretted that purchase. I have a great deal of time and money invested in enhancing this machine and programming it to my needs. I think there are some compelling reasons to believe that the II is not about to go "chips up". Take a look at some significant events that have occurred in the last 12 months. In no particular order...

## System 5.0+

System 5.0 (and now 5.0.2) is the product of an energetic and bright group of Apple II enthusiasts: its programmers and systems engineers. Among other arrivals with the new system are hot items like ExpressLoad, Resource Forks, faster tools to make the GS more responsive, and more tools to make programming easier. Apple's people are working



**LORNE'S CORNER**

people to the A2-CENTRAL developer conference in July. Apple also made itself visible in a large way at 1989's two AppleFests, and the II was well represented, even if in the midst of a sea of Macs. Sadly, CLARIS, Apple's software wing, did not show. But Apple Canada and Claris Canada were major exhibitors at November's CUEBC Horizons '89 conference here in Vancouver.

Also to Apple Canada's credit is their establishment of the User Group Services, to parallel the User Group Connection in the USA. Canadians can expect soon to have access to AppleLink Personal Edition.

Software for programmers and others Claris has announced upgrades to "Classic" AppleWorks and AppleWorks GS. The former appears to have benefited greatly from the input of Beagle Bros' programmers. Is the upgrade fee too high? Most of us will likely pay the price begrudgingly, for the best software package ever produced.

AWGS quickly developed a reputation for being slow and bug-ridden. But that has already changed; I predict that GS users will never abandon Classic ApWks, but will use AWGS more and more.

Glen Bredon's PROSEL 16 is arguably a more significant development than the two Claris products. Superb new programming environments like ORCA/C, TML Pascal II, and MERLIN 16+ show that third parties are interested in making programmers out of us. The shareware and public domain products that were few and far between emerged this year in greater numbers, and with better quality. Andy Nicholas' SHRINK-IT took the Apple II telecom world by storm, and a GS-only version is expected soon.

While rumours come and go that Apple is working on its own answer to HyperCard for the GS, 1989 saw the debut of Roger Wagner Publishing's

hard to make the technology more accessible to the disabled. The GS has not only benefited from Mac-like features, but has actually lead the way with some innovative changes that haven't been seen in the Mac world.

Apple sent no fewer than 20 of their Apple II

HYPERSTUDIO for the GS. Version 2.0 is a masterpiece of simplicity with a very short learning curve, and public domain stacks are now appearing on the networks and in our own public domain library.

Beagle Bros, with their TimeOut series and now their acquisition of Gary Little's Point-to-Point, has become the premier Apple II software house, notorious for superb products plus friendly and excellent support. Close behind is RWP, for the same reasons.

Sadly, dinosaurs like Broderbund continue to cripple their otherwise worthwhile products with cumbersome copy protection schemes.

Oh yeah, games too...

Who, me? Well okay, sometimes I do play games, and I'm still enchanted by 1988's TETRIS, not to mention this year's ARKANOID II and CRYSTAL QUEST GS. My son is currently hooked on KEEF THE THIEF. CARMEN SANDIEGO GS is a new version of the old educational game, making good use of the graphic and sound capabilities that the GS boasts, and Broderbund has come out with other interesting educational products, like WHERE IN TIME IS CARMEN, and GEOMETRY.

## Hardware?

1989 saw the release of a third version of the GS CPU. Finally, a GS that comes standard equipped with enough RAM to run most GS software. There have been complaints about the lack of an inexpensive upgrade policy from the old CPUs to the new one. Here's my Pollyanna-ish prediction: now that we have a new "entry-level GS", Apple will introduce a "GS Plus" in 1990. The people who are complaining now are the ones who would do so more loudly if they had to pay a second upgrade fee just a few months after buying the ROM 3 upgrade. I'm quite happy with my system at present, with its expensive 4MB RAMcard and 40MB hard drive. Inevitably, there are problems getting some programs to work on the new machine; as always, it is those products which broke Apple's programming rules that fail to perform.

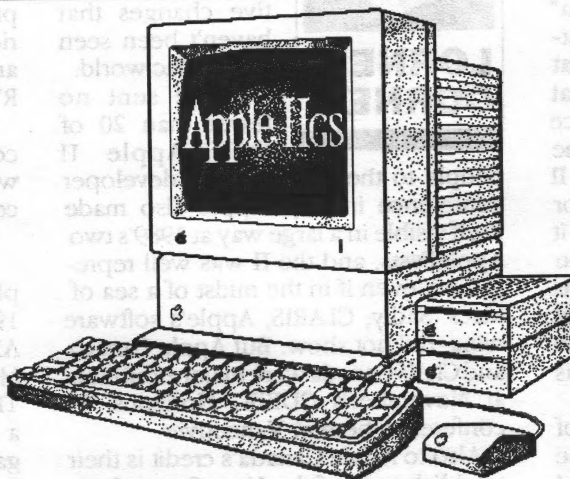
After more than three years, the GS certainly is due for an overhaul; the 1989 incarnation does not beef things up enough to qualify. Apple continues to grapple with Western Design Centre over the availability of faster 65816 chips.

● continued on page 6

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## Lorne's Corner

• continued from page 5

Meanwhile, how many new Macs were introduced this year?

Excellent third-party devices that have emerged include new external and internal hard drives and large RAM cards; things that we're now accepting as necessities. Not to forget Applied Engineering's TRANSWARP GS, (which will be worth my money when it gets the 65816 up to 10-12 MHz), and the OHIO CACHE Card.

Apple's own Video Overlay card is an impressive piece of engineering, unfortunately carrying a price tag that is out of the reach of most individual users. It is a sad fact that the Apple logo and even third-party products targeted for use with Apple's hardware have come to be equated with high cost. But given the alternative of blowing my money on a cheap MS-DOS clone...

### Where to?

The establishment of an independent organization for Apple II developers is encouraging. It dedicates itself to the concept that there is nothing wrong with the Apple II other than its marketing policies. The free newsletter, "II at Work" is doing what Apple should be doing itself.

I see no good reason for abandoning the GS. If it were not for the high price, I'd have more than one of them at home.

I expect to keep learning new things about it, and sharing them with other Apple II folks. What's really kept the Apple II going all these years is a combination of high penetration into schools plus the enthusiasm of user groups like Apples BC. I believe that Apple Cupertino itself may have only recently decided that its users are right: the Apple II line does not have its CPU on a banana peel and its monitor in the grave.

Damn the rumours... full speed ahead!



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# How I rescued my files and achieved satori

By Bangs L. Tapscott

My standard rap, to people who come to me with disk problems, begins: "Over 90% of disk problems come from one of two things: trashed boot blocks, or a trashed Desktop file." Boot blocks can be fixed quickly with FEdit. And by now everybody knows (don't they?) that the Desktop file can be rebuilt by booting up the Mac with a good disk, then holding down the <option> and <command> keys while mounting the injured volume. (Parenthetical note: if you aren't using a hard disk, "mounting a volume" just means shoving a disk into the drive.)

The trouble is, sometimes it doesn't work: a desktop file can be trashed in ways that absolutely refuse to allow it to be rebuilt. That happened to me the other day, on a Paradise hard disk containing 20 megs of stuff, much of it not backed up. Now, when the Desktop file is bad, the volume cannot be mounted normally; and if you can't mount it, you can't get at the files to rescue them. Fortunately, there's a way around that, which requires nothing more elaborate than the DiskTop 3.0 DA and an application (any application) that supports desk accessories.

Before getting into details, let's look at some background facts so we'll understand the details. Every Macintosh volume (hard or floppy) contains an invisible file named Desktop, whose purpose is to allow the Finder to construct the desktop display for that volume, showing all of the right icons with the right names and so on. When that file gets fringed, the Finder can't do its job, and so won't allow the volume containing the bad file to be mounted. The important point here is that the Finder is the application that uses the Desktop file, and it is the Finder that prevents you from getting at the files on the injured volume. Solution? Bypass the Finder.

To do that, use some other application as a shield. Let's take MacWrite as an example. If the injured volume is a floppy, do the following. First get DiskTop 3.0 installed in the System on a disk containing your "shield" application, MacWrite. Boot up with that disk, and open MacWrite. Then insert the injured disk in a drive. Since the Finder isn't around to interfere, the disk should mount just fine. Open DiskTop and you'll see your injured disk and all of its contents. You can now use DiskTop's various buttons to copy all of the files that you want to rescue onto another floppy, and then erase and re-initialize

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the old one. Simple, or what?

If the injured volume is on a hard disk, a few additional moves are required. First, let's suppose your hard disk is a SCSI drive. Almost all SCSI's have the habit of trying to mount themselves as soon as the Mac is turned on (and then bomb if the Desktop file is bad). You can override that by booting from a floppy; but as soon as the bootup is completed, the SCSI will automatically try to mount itself and will bomb as soon as the Finder sees it. So what you do is select the shield application on your floppy and make it the Startup Application using Set Startup from the Special menu. Now when you boot up with that disk, it will bypass the Finder and open directly into MacWrite. The SCSI will follow it and mount itself, but this time won't bomb because it doesn't encounter the Finder. Use DiskTop to rescue files as before.

Finally, suppose your hard disk is not a SCSI but a serial drive, like my Paradise. Here's where things really get sticky. I'm going to talk specifically about the Paradise, but owners of other serial drives will recognize where the analogies lie. The Paradise is typically partitioned into separate volumes (a holdover from the days of MFS). It requires two pieces of running software: a starter application, which serves to set up the initial connections so the Mac knows that it has a drive attached, and a volume-mounter which is a desk accessory. First you run the starter, to get all the handshaking done, and then you use the mounter, which shows the names of all volumes on the drive and lets you mount the ones you want. The Paradise must always be booted with a floppy, but the System on the floppy that came with the hard drive contains special resources which automatically call the starter application, and then automati-

cally mount all volumes flagged for auto-mount, and then automatically transfers control to the automount volume that is flagged as the Startup volume. And if that volume has a bad Desktop file, you get the bomb as soon as its own Finder sees it. The automounting feature can be circumvented by holding down the mouse button at a certain point in the bootup sequence.

So here's what you do. Make a copy of the startup floppy for your hard disk\*, and install DiskTop 3.0 in the System on the copy. Drag MacWrite onto the copy, and drag the Finder on the copy into the Trash. Then rename MacWrite "Finder" without the quotes. That turns it into the Startup application, and the "home base" application that you will return to when you Quit an application. Now boot with that floppy. Suppress the auto-loading feature at the appropriate time. You will open directly into MacWrite on the floppy disk. Get DiskTop and use its Launch feature to run the starter application, by double-clicking on the name of that application. Normally, when the starter has done its thing it exits into the Finder; but in this case it will exit back into MacWrite.

Now, use the volume mounter DA to mount your injured volume. Even if it is the one flagged as the Startup volume the Mac won't attempt to transfer control to it, since that instruction only gets called at initial bootup time. It won't bomb, since you are in MacWrite, not in the Finder. Finally, open DiskTop and rescue your files. When you are done, shut down. Reboot with the official Bootup floppy used to start the drive, but suppress auto-mounting. Use the utility that came with your hard disk to delete the injured volume. Then recreate it. It will have a brand new, and unfractured, Desktop file. Copy your rescued files back onto it, and get to work. Re-cycle the disk containing the modified copy of your startup software; you probably won't need it again for a while.

\* Or else create a special disk for the project as follows. Start with an empty initialized disk, and put a System on it from someplace other than the disk normally used to start your hard disk—a System that doesn't contain the automounting resources. Use Font/DA Mover to copy the volume-mounting DA into that system, and install DiskTop 3.0 in it. Put MacWrite and the hard disk starter application on it. Rename MacWrite "Finder", and proceed as above. 

# Crystal Quest – GS

By Michael Gatto

I have come to know my computer as a wonderful tool for making some of life's chores easier, (such as writing articles, which I hated to do because my writing resembles ancient hieroglyphics and I can type faster than I can write).

And I know that most people have their computers for doing some resemblance of **work** such as determining this and next month's budget. Or perhaps keeping track of important records and such. Or, perhaps it's used to teach a child mathematics or spelling skills.

For whatever different reason you have the machine, there is one common denominator for a majority of computer users.

The game that I would like to bring to your attention is **Crystal Quest**. While this game has been available to Mac owners for a year or so, it has just been introduced to the GS. This game is simple in idea but challenging just the same.

In Crystal Quest, your mouse controls a little round craft whose sole purpose is to collect diamond shaped crystals that are all over the screen in a random pattern. You collect them by simply touching them with your craft. Once you collect all the crystals that are on the screen a portal at the bottom of the screen opens and you have to guide your ship through the portal. If you should happen to touch a side of the portal while exiting then your ship will explode. If you collect all the crystals within a certain time frame, then you get bonus points to the tune of 500 points

but they will obliterate all the bad guys on the screen when activated (by pressing the spacebar).

So far, the game seems rather easy. Just go collect all the crystals and go through a portal to the next level. Well, beside the deadly portal, there are deadly mines that sit and wait quietly for you to touch them. You will destroy them when you touch them, but they will also destroy you and take a ship.

Beside the mines there are some little critters that emerge from a side portal on the left and right sides of the screen. These guys are not much of a threat at first. Then as the levels get increasingly difficult to play, the critters get increasingly difficult on your nerves.

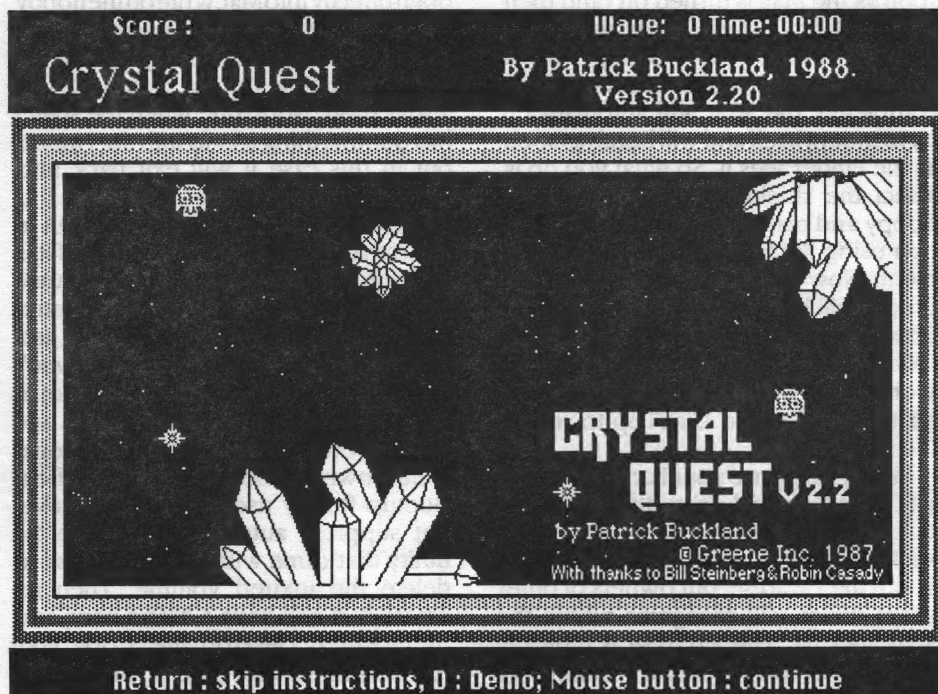
There are also some beasts that are merely blobs that move around the screen. They don't chase you, but they take a lot of shots before you can kill them and they make rather strange human "ooh" sounds when they are hit. They are worth 2000 points each and in the first 11 levels of the game, you will get another ship for every 15000 points that you reach. The trick is to shoot as many of these blobs as you feel like. Even if you have collected all the crystals, it is worth it to sit in the one level for as long as you please, shooting the blobs as they come out of the portals. By building up your cache of ships, you will have a better chance of getting to the higher levels of the game.

There are other nasties as well. Some of them even get so carried away as to shoot back at you with an amazing accuracy.

The higher that you get in the game, the more difficult it gets. More little beasts chase you. Some of them explode when you shoot them and their shrapnel is deadly if it hits you (however these guys are worth 10,000 points each). And when you get up high enough, the portal that you exit through also moves left and right.

Another feature about this game is that you can place it on a hard disk drive and you can enter the control panel to adjust the mouse's sensitivity.

I would rate this game a 10/10. The sounds are funny, the graphics are good and the action is non-stop. If you want a game that will keep yourself and the kids entertained for hours (after you've done your work, of course), I highly recommend this game. 



## Games...

Not just any game either. Just as the machine is used for a variety of different tasks, there is just as wide a variety of games available for the machine.

Some people prefer a game where it is your duty to blast the heck out of your adversaries (also known as Arcade or "shoot-em-up" games). Other games challenge you to figure out mazes and scenarios (adventure or dungeon & dragon games). Then there are the hundreds of sport and real life simulations (such as baseball, football, golf, hockey, mountain climbing, sailing...etc).

per second. The points are only tabulated after you have entered the portal and only if you have entered the portal in less than the allotted amount of time, which increases at five seconds per level.

Beside collecting the crystals you will also be able to collect bombs and large moving crystals. The large moving crystals appear quite suddenly at random and are worth anywhere from 10000 to 50000 points if you touch them and are worth nothing if you accidentally shoot them.

The bombs are not worth any points

**Requires a GS with 768K min.  
Colour monitor highly  
recommended.  
Not copy protected.**



# An introduction to HyperTalk

By Kit Doan

HyperTalk is the programming language built into HyperCard. It is HyperTalk that you see whenever you click on the SCRIPT button in the information box of a button or field.

I teach Computer Studies to high school students and this year, for the first time, I'm including HyperTalk in my course. Since I'm learning HyperTalk from a modest background in Fortran, BASIC and Pascal, I thought I'd put some of my newly acquired knowledge in print. HyperTalk includes elements resembling these languages plus aspects of LOGO and the 'object oriented' languages. The following assumes you are about where I was about a month ago. That is, I had explored HyperCard as far as the Apple-supplied manuals go and could create, move and re-shape buttons and fields but had little understanding of the HyperTalk language being used to make the stacks work. If you know a lot more than this then you should be writing and not reading this article and if you haven't got a basic HyperCard background then you should know that this article is not directed to the complete beginner. With these warnings out of the way, let's begin.

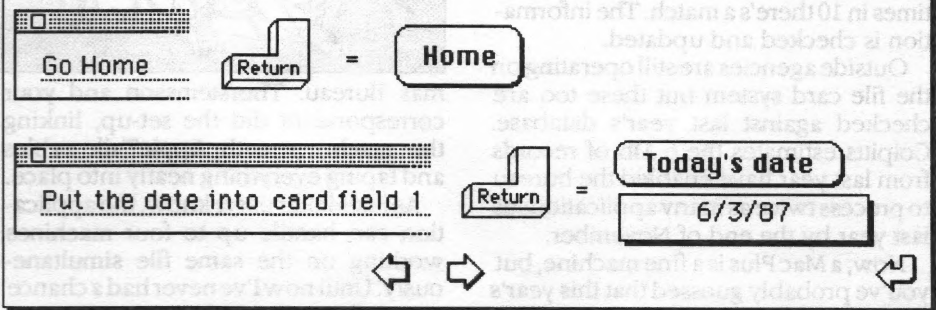
If you have ever programmed the Mac, (as opposed to programming **on** a Mac) you already know that Mac programming is tricky because the Mac is 'event-driven'. Programmers use the word 'modeless' to describe the way a Mac program works most of the time. The Mac programmer must be ready for all sorts of events to occur without knowing just which event the user will decide to do next: a mouse movement, a mouse 'drag', a button click, a keypress, a menu selection. As a result, programs written for the Mac usually have at their heart an endlessly cycling search for an 'event'. When the event is detected, it is dealt with in whatever way is appropriate and the cycle resumes, waiting for the next event. I've programmed this type of modeless dialog in Pascal and it wasn't good fun. It turns out that with HyperTalk, modeless dialog is easy and quickly rewarding.

The button is the most typical HyperCard object that does something. Create a new button, look at its script and you discover the script:

```
on mouseUp
end mouseUp
```

## Scripts

You can also place commands in SCRIPTS\* that HyperCard performs when certain events happen—whenever you click a button using the Browse tool, for example. Look at these buttons' scripts by double-clicking them with the Button tool and clicking Script.



This is an example of an empty, 'event-driven' script. The event is obviously the up-click of the mouse within the region of the card button. When this event is detected HyperCard follows any directions between the lines of the script and then goes back to waiting for the next event. Scripts may be attached to buttons (most commonly), fields, cards, backgrounds and even stacks. The power of HyperTalk is that all of the event management programming... Where was the mouse when it generated an up-click? Where am I in my program? etc is all handled by HyperCard.

Before we can start to fill some program between the beginning and ending lines of this script we must understand how this script will fit into the larger picture of the stack.

To do that, we must understand that HyperTalk works primarily with objects and that these objects form a hierarchy. These objects are:

Button and Field (same level)  
Card  
Background  
Stack  
Home Stack  
HyperCard

So that when an event is generated, say a mouseUp is detected in a button on a card, first the script for that button is searched for a mouseUp event-handling script. If such a script is found it is followed but if a script for the event is **not** found the search for this script passes to the card, then passed to the background layer (buttons and fields here too!) then to the stack, then to the

Home stack and finally down to HyperCard itself.

That's why HyperTalk provides an empty mouseUp script for new buttons. If the empty mouseUp script was not there then the click of the mouse would be passed on down the ladder until some mouseUp script was found somewhere or until the event dies from lack of response. Keep in mind that location matters, so that other button scripts on the same card are **not** searched unless the button lies directly underneath the one on which you clicked. Card scripts respond to mouseUp events anywhere on the card (screen). The empty mouseUp script is not without function, it 'traps' the mouseUp and prevents it from passing down the line.

This then is the basic structure of HyperTalk. Events are generated and then passed to objects; if a script can be found for dealing with the event then it is followed otherwise the search for a suitable event-handling script passes down the hierarchy eventually dying at the HyperCard level.

You can investigate this hierarchical structure for yourself by making a few buttons and scripts.

Try scripts like:

```
on mouseUp
beep 3
end mouseUp
```

Vary the number of beeps in line 2 of the script and then paste this script into some partially overlapping card buttons, the card script itself, a background button beneath the card buttons, the background and then the stack, varying

• continued on page 10

# Many Macs ease cheermakers' workload

● *continued from page 1*

from scratch. This year, the typing load has dipped dramatically. People who apply directly at the bureau's office on Commercial Drive are asked whether they received help last year. Key identity numbers are searched. About seven times in 10 there's a match. The information is checked and updated.

Outside agencies are still operating on the file card system but these too are checked against last year's database. Colpitts estimates the 6 Mb of records from last year have enabled the bureau to process twice as many applications as last year by the end of November.

Now, a Mac Plus is a fine machine, but you've probably guessed that this year's smooth operation is not hanging all on one machine.

Apples B.C. News editor Ib Thorsteinsson, knowing the Christmas Bureau desperately needed more equipment, contacted Apple Canada's Andrew Bridges and asked to borrow a couple of Mac Pluses.

"Can't do," Bridges said. "We haven't a Plus in the house. Do you think they could get by with a couple of Mac IIs and an SE?" I now refer to him as St. Andrew Bridges.

Within hours of the request, the machines were delivered to the Christ-



mas Bureau. Thorsteinsson and your correspondent did the set-up, linking the machines with AppleTalk cables and taping everything neatly into place.

As FileMaker users know, the application can handle up to four machines working on the same file simultaneously. Until now I've never had a chance to see if it really works. It does!

But there are a few special considerations. Generating a summary or doing a "find all" grinds the network to a standstill. FileMaker's friendly "coffee-up" icon understates the slowdown. Heck, you could do your grocery shopping. So, by agreement, these kinds of operations are handled at day's end.

## The users

The people punching in the information are not computer experts. For many this is their first brush on the using end with any computer. What they have are

willing hands and other special skills. Some speak Chinese or Spanish; others bring experience from other branches of "the helping industry."

They have taken to the Macintosh with energy, enthusiasm and fascination. I built the database. I keep waiting for panic phone calls that don't come. The women keep plugging ahead and FileMaker keeps chugging along.

The moment of truth will come in mid-December when Mac, FileMaker and an ImageWriter are asked to plow their way through the printing of more than 7,500 gift certificates.

We have every reason to believe it will work — it made it last year. Sorted alphabetically by recipient and agency, some 7,400 custom forms were churned out in '88 in less than a day. The ribbon needed a couple of changes, but the ImageWriter's draft mode beat the deadline with plenty of time to spare.

Last year, contributions from Apples B.C. Computer Society members paid for the printing of the colorful gift certificates.

To watch the Christmas Bureau in action is a demonstration of the sheer power of volunteers to truly make a difference in someone's life.

They are givers, and that's what Christmas is all about. 

# HyperCard

● *continued from page 9*

the number of beeps for each. Remove one or more scripts, generate a mouseUp within one of the buttons and watch it get passed down the chain. 6 beeps might mean that a mouseUp made it all the way to the stack level before a script to handle it was found. The only HyperTalk commands that are ever executed **without** being triggered by some Mac event are commands entered into the message box. Message box commands are executed directly and are not passed down the line.

If you have made it this far, you've got the required understanding of the basic structure of HyperTalk. Now you need to learn some vocabulary. Let's start with other events that can initiate script actions; most will be self-explanatory. Here's a short list of the more common mouse-related events: mouseDown, mouseStillDown, mouseEnter, mouseWithin, mouseLeave. This list is for objects: newCard, newButton, (you have selected New Button from the OBJECTS menu and HyperCard has generated a newButton event response to that action...you've made a new button, do you want to do anything about it?), deleteButton, deleteCard work the same way. Keyboard events are returnKey, enterKey, tabKey, arrowKey left, (arrowKey takes a second word 'left' or 'right' to make the distinction...we call the word 'left' a parameter of the arrowKey event).

HyperCard 'opens' stacks, cards and fields (but not buttons) when you select them or move to them: openStack, openCard

and openField (and their corresponding close events) are all useful to handle these events. There is also the non-event: idle.

If you know much about languages such as BASIC or Pascal then you must be wondering by now if typical language elements such as variables and the control structures: FOR...NEXT, REPEAT...UNTIL or IF...THEN exist in HyperTalk. Sure they do and they will form part of another instalment (when I learn more about them!). In the meantime you can learn a lot about HyperTalk from one of the many books on the language or from examining the scripts of stacks, cards and buttons you already have. 

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# The coming of the electronic book

By Phil Shapiro

The electronic book is coming. Powered by batteries, driven by a microchip, the electronic book will carry civilization into the 21st century.

It's size and weight will be no larger and no heavier than a standard hardcover book. In place of the "page" of a book, will be a high resolution, flat-screen computer monitor. This monitor will be constructed using the "supertwist crystal" technology developed in the late 1980's.

Most importantly, the device will cost no more than a standard hardcover book (i.e. in the \$20 to \$30 price range). The microchip that will drive the device will be no more expensive to produce than an ordinary calculator microchip. Produced in large quantities, these chips will sell for under a dollar each.

The bulk of the price of the device will come from the cost of the monitor and control knobs on the monitor. The device will use a standard rechargeable battery that will shut the device off before running all the way down.

The controls on the device will consist of just a few buttons, and one paddle. (A computer paddle is similar to the volume control knob on a stereo, or a tuning dial on a radio. You turn the thing to make things happen.) The paddle will control the speed of display of text on the monitor. The device will also have a small "reading speed speedometer" which will provide continuous, instan-

taneous feedback on your current reading speed.

Another of the controls on the device will be the "Table of Contents" button. Any time you press this button, the table of contents of what you're reading will pop up onto the screen. From the table of contents you will be able to automatically jump to any of the reading passages.

Another button on the device will be a "definition" button. Any word on the screen can be hi-lighted with the definition button. Then, within seconds, a definition of the hi-lighted word will pop up onto the screen. This definition will include two other sentences illustrating how the word is used. By pressing the definition button again, you will be able to return to the exact place where you left off reading.

The reading material for the device will be contained on insertable cartridges. Publishers will favour cartridges over floppy disks because cartridges cannot ever be illegally copied. Regular booksellers will market these cartridges, and a large "second-hand cartridge" market will develop.

Public and school libraries will have cartridges available for loan. Forward-thinking libraries will also have electronic books on loan for their patrons. (Just as forward-thinking libraries now have personal computers for public use.)

The first cartridges available will contain short reading passages of gen-

eral interest. These reading passages will be followed by a series of reading comprehension questions. Therefore, the first uses of the device will be to sharpen and develop reading skills.

In time, as the public responds favourably to the device, publishers will issue longer and longer reading selections on cartridges. Eventually, the classics of literature will also appear on cartridge.

Coin-operated devices will spring up in train stations and airports. These arcade-like machines will dispense prose by the minute. This unusual marketing ploy will encourage people to read at breakneck speeds to get their money's worth. People will "catch" five minutes of reading while waiting for their train/plane.

The first devices will have just one size of text displayed on the monitor. The second-generation devices will have at least two sizes of text to choose from. A special large-sized text will be favoured by children and other beginning readers.

Children will sneak these devices under the covers at night. Parents will still insist on "lights out" at 8:00 p.m.. But this age-old command will take on a new meaning when the "lights" will remain on under the covers late into the night.

(This article first appeared as a reading passage on The JoyReader Shareware disk. Some features of the interactive JoyReader programs could very well be incorporated into the electronic book.)

## A wish-list for the coming low-cost Mac

By Phil Shapiro

It's beyond the rumour stage now. Apple will be shortly releasing (i.e. within six months) a low-cost Macintosh computer that will run Apple // software, sport a colour monitor, and sell for under \$1000. Here's a wish list of features I'd like to see on the new low-cost Mac (also referred to as the K-12 Mac in the popular press).

First and foremost, no hidden costs. Read my lips. "No hidden costs." You remember hidden costs, don't you?

The Apple II-GS central processing unit sells for \$750, but add a colour monitor, a couple of disk drives, some extra memory, and your \$750 computer soars to about \$2300. And that's only for the essentials.

Second, the low-cost Mac requires a port for an external 5.25 inch Apple // drive. Chances are that the new Mac will have a built-in 3.5 inch disk drive. Apple likes to tout the 3.5 inch drive as the new Apple // standard. But there are still about a billion 5.25 inch floppy disks out there. If you could only use the low-cost Mac with 3.5 inch disks, the machine would be severely limited. Software publishers have not been quick to jump on the 3.5 inch bandwagon, so it's hardly fair to expect Apple // users to forge a path of their own.

Third, in the fine Macintosh tradition, the low-cost Mac

should come bundled with some highly useful software. The early Macintoshes, back in 1984, came bundled with MacWrite and MacDraw. Later Macs came bundled with HyperCard. If Apple // users had their druthers, 95% would choose to have MacWrite, rather than HyperCard, bundled with the new Mac.

After all, Apple // users are chomping at the bit to get their text sent out to a laser printer. It makes sense to bundle a standard word-processor, rather than HyperCard, with the new Mac. Of course, individual users should be allowed to choose the HyperCard bundle, should they be so inclined.

As far as the colour monitor goes, it would be a disappointment to see colour graphics squeezed into the traditional 9-inch diagonal Mac screen. However, in the interest of cost-containment, the small screen size would be preferable to paying extra for a full 12-inch diagonal screen.

It's probably too much to hope for, but it sure would be nice to have a parallel printer port on the new Mac. Ninety per cent of all printers on the market are parallel printers. Apple's serial-style ImageWriter printers are the rare exception. It's no big surprise that Apple charges double as much for the ImageWriter as other comparable dot-matrix printers.

So why not give us a break by giving us a choice. Is that too

● continued on page 13

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# HyperCard vs. the Clones

## SuperCard problems:

Large memory requirements for color or anything fancy.

Switching between editor and interpreter is slow and cumbersome.

Slow!

Inadequate documentation.

No command-option method of seeing objects and scripts.

## PLUS problems:

Large memory requirements.

Buggy (generally won't work with only 1 Meg).

Abysmal documentation.

A bit slow.

## Other SuperCard advantages:

Completely customizable runtime system.

Nice new functions like exists, intersect, and move.

Handles double clicks.

Can cut/copy/paste multiple cards at once.

Can replace the background of cards with any other background.

## Other PLUS advantages:

Can't understand message allows error trapping.

HyperText message (sent when a word is option-double-clicked).

## Summary

PLUS is HyperCard with bells and whistles (and bugs), including some sorely needed features. SuperCard is a magnitude or two above both: very powerful but not nearly as easy to use. If you need the features of SuperCard, it's worth \$130. If you're interested in PLUS, it might be better to wait for a more solid release or for HyperCard 2.0 if you don't need color.

Neither PLUS nor SuperCard is really usable—for development or delivery—on any Macintosh with less than 2 Meg of RAM unless you are creating small simple stacks (which you probably aren't if you feel the need to step up from HyperCard).

## SuperCard

Silicon Beach Software  
9770 Carroll Center Road, Suite J  
San Diego, CA 92126  
(619)695-6956  
\$199 (\$130 mail-order)

## PLUS

OLDUVAI Corporation  
7520 Red Road, Suite A  
South Miami, FL 33143  
(305)665-4665  
\$199 (\$115 mail-order)

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Opinions are mine and have nothing to do with my employer.

Mistakes and omissions are mine and have nothing to do with my wife.

Many thanks to Microsoft for the wonderful table feature in Word 4.0.

*(Skip the thanks to Microsoft, please! Getting the table from Word into Page-Maker was impossible. It ended up being placed mechanically. Yes, we tried the hidden "T" and every imaginable combination of scrapbook and clipboard trick. — Ed.)*

## Low-cost Mac continued from page 11

much to ask? Laser computers have been offering Apple // compatibles with a "parallel/serial" choice for the past five years.

Which brings us to the topic of speed. No major sacrifice in speed should occur when running Apple // programs on the low-cost Mac. We don't need a Macintosh computer that runs Apple // programs sluggishly. We need a Mac that runs Apple // programs period. No ifs, ands, or buts. Life is too short to wait around for sluggish computers to catch up to the speed of our own minds.

The possibilities of the promised low-cost Mac are tantalizing to both Apple // and Mac users. How many parents would love to get a machine they could share with their kids? How many Mac users would welcome the chance to use the thousands of functional, time-tested Apple // programs that launched the whole micro-revolution.

The day is at hand for a great bridge to be built between the two thriving Apple cultures. Both sides wait with

outstretched arms. Don't blow it on some small detail, Apple.

(The author is a software developer for the Apple //, and imminent new-Macintosh line.) 

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# The 'Hyper' competitors

Clones have same features as HyperCard unless otherwise indicated.

|               |  <b>HyperCard</b> |  <b>PLUS</b>                                              |  <b>SuperCard</b>                                                       |
|---------------|----------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|
| Card Size     | 7.1 x 4.7 inches (512 x 342 pixels)                                                                | 37 x 37 feet (32,000 pixels)                                                                                                               | 34 x 34 feet (30,000 pixels)                                                                                                                              |
| Windows       | One, size of card.                                                                                 | One, up to max. card size. Card can be larger than window. 7 window styles.                                                                | Many, up to max. card size. Card can be larger than window. 7 window styles, including floating palette windows.                                          |
| Buttons       | 7 styles: transparent, opaque, rectangle, shadow, round rect, checkbox, radio.                     | Can be colored. Paint objects can be used as irregular shaped buttons.                                                                     | Irregular shapes. Disable (grey) and default (bold border). Variable line size, fill patterns, and shadows. Color. Can be autotraced from paint pictures. |
| Fields        | 5 styles: transparent, opaque, rectangle, shadow, scrolling.                                       | Additional "word processing" fields allow multiple fonts, sizes, styles, and colors. "Database" fields limit entries to specified formats. | Multiple fonts, sizes, and styles. Real/scroll bar. Variable line size, fill patterns, and shadows. Colored foreground/ background.                       |
| Painting      | B&W only.                                                                                          | Color. Fill effects.                                                                                                                       | Color. Ink effects (fancy B&W and color overlays). Paint objects can have scripts.                                                                        |
| Drawing       | None.                                                                                              | Limited. Color. Can have "paint objects." Draw objects can have scripts.                                                                   | Full-featured (similar to SuperPaint). Color. Autotrace (convert paint pictures to draw objects). Draw objects can have scripts.                          |
| Menus         | Not changeable. (Can be added with XCMDs.)                                                         | Not changeable. (Can be added with XCMDs.)                                                                                                 | Menus are objects and are completely customizable. Each menu item has a script.                                                                           |
| Resources     | Icons, sounds, cursors, XCMD/XFCNs. Must install with a separate utility.                          | Color palettes (cluts). "Library" stacks hold shared resources.                                                                            | Color tables (cluts). Built-in editors for icons, cursors, and cluts. Shared resources in "sharedfile."                                                   |
| Color         | None. (Can be kludged with XCMDs.)                                                                 | 8-bit color (256 colors from 16 million). Changeable color palettes.                                                                       | 8-bit color (256 colors from 16 million). Changeable color tables. Dithered for B&W screens.                                                              |
| Animation     | Card flipping. (XCMDs available for fast color animation.)                                         | Cycle colors.                                                                                                                              | STEP files (recordings of screen). PICS files (recordings of windows). Move object on path. Cycle colors.                                                 |
| Home          | Required.                                                                                          | Has one, but not required.                                                                                                                 | None. Home scripts can be put in "sharedfile."                                                                                                            |
| Script Editor | Modal (can't do anything outside of script window).                                                | Pop-up menus of commands. Find/replace. Any font/style/size.                                                                               | Non-modal. Multiple script windows on screen. Pop-up menus of commands. Find/replace. Comment/uncomment. Any font/size. Any tab size.                     |
| Print         | Cards, stacks, reports.                                                                            | Objects have "dontPrint" property.                                                                                                         | Labels. Criteria-based reports (field printed only if meets specified criterion).                                                                         |
| Import        | Paint, text files.                                                                                 | HyperCard stacks.                                                                                                                          | TIFF and PICT files. HyperCard stacks. Resources from any file.                                                                                           |
| Save          | Continual.                                                                                         | Timed automatic or manual.                                                                                                                 | Continual when running. Manual when editing.                                                                                                              |
| Memory        | 1 Meg.                                                                                             | B&W: 1+ Meg. Color: 2 Meg.                                                                                                                 | B&W: 1 Meg. Color: 1.5 Meg.                                                                                                                               |
| Standalone    | None. HyperCard required to run stacks.                                                            | Runtime version can be distributed with stacks (doesn't allow creation of new objects).                                                    | Can create double-clickable applications (adds over 300K of overhead).                                                                                    |
| Compatibility |                                                                                                    | Quite compatible. Works with most XCMDs.                                                                                                   | Generally compatible. Cleanup usually required. Works with most XCMDs.                                                                                    |



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Post on ABC board, indicating it is for newsletter publication or mail to address on page 3.

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536 1968

**IMAGEWRITER II** for sale. It is white, and has an Orange Micro 128K print buffer, and two colour and 3 black ribbons. All for \$600. Also have a platinum IWII cut sheet feeder, under AppleCare. With original manuals. Any offers on the whole set up? Call **Brian Symonds** 1-485-9123 or (ABC BBS #52)

### Save on ribbons.

Re-inked printer ribbons for ImageWriter I and II, also Epson 80s. \$3.00 when you "trade-in" your used ribbon. Call **ib** at 299-9597, I am at all Apple II and Macintosh meetings.

**Okidata printer 93**, bought in 1984 for \$1123.00. Apple-compatible Microline. Macintosh serial cable incl. Asking Price: \$200.00 call **Jim Swenor** at 271-7432 or (ABC BBS #19)

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## FOR SALE

I have an **Applied Eng. GS RAM** card available, containing the basic 256K. With RAM prices dropping steadily, you should be able to fill this baby relatively cheaply in the near future. Move 3 banks of the chips from your Apple GS Memory card over, and you have the 1MB that you started out with, plus space for a further 512K. I think \$200 should be a pretty good price for this one. Call **Lorne** at 467-6062, or (ABC BBS #7).

**Macintosh Plus**, \$1200 obo. Lots of French programs, call **Marc Venot** at 925-2406 (equipped with answering machine).

1 Apple IIGS internal cooling fan \$40, 1 Applied Engineering RamKeeper c/w (1) 1 megabyte Apple GS Memory card and the ability to add most any other card \$399 obo. **Michael Gatto** (ABC BBS #111)

## WANTED

Magazines wanted: Nibble Sept.89 - MIPS April and May 89 issues - PCResources April 89. Will pay cover prices. Call **Kiyo** at 437-9935

One **hard drive** 20MB external for Macintosh needed. Call **Jim Swenor** at 271-7432 or (ABC BBS #19)

**Programmers/investors** interested in helping to start a new Apple II educational software company. Product line already well developed. Please contact **Phil Shapiro**, 5201 Chevy Chase Pkwy., NW, Washington D.C., 20015, USA (202) 686-5465

**Granville Book Co.** 850 Granville St. 687-2213, is having its annual book sale from Dec 26th - Dec 31st. 20% off all books, including all computer titles. Apples B.C. members receive a 10% discount on regular purchases. Presentation of membership card required. I don't believe that the 10% discount will be applicable during the annual book sale but it might not hurt to ask.

—**Pat Daley**

## ANNOUNCEMENTS

It is time again to thank the companies that support our club with donations and special prices on products we need to run the club.

**Apple Canada** who has donated the Mac SE /20 on which this newsletter is produced. An Apple IIe with a 10 Meg. hard disk which is being used to run our BBS/information system.

**Microsoft (Canada) Inc.** who donated MS-Word 3.0 to write the newsletter

**Aldus Corporation** who sold us PageMaker 3.0 at a special user group price.

**Epic Technology** who donated a 2400 baud modem to the club to be used on our BBS.

Finally, but not least, the dealers who make donations to us for our events, alphabetically:

Advantage Computers  
Byte Computers  
Computerland  
Strachan Computers  
Strider Computers

The newsletter is printed on an Apple LaserWriter II NT by **Steve St-Laurent**. Steve also gives your Editor help and advice with the page layout.

If you, or somebody you know, need work done in page layout give Steve a call at 255-3238.

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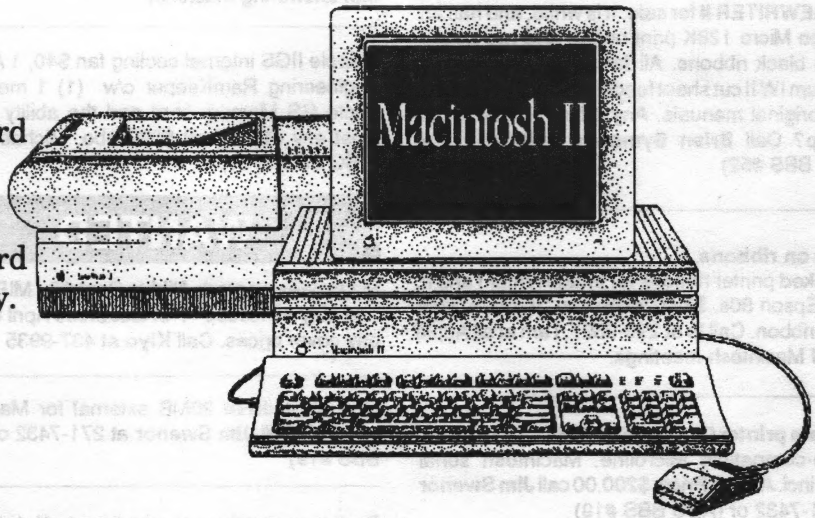


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